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TOMMASO BIANCHI

KING KONG®
THE GREAT WAR

01

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CHAPTER I: THE BEACH

Writer
Alex Cox

Artist
Tommaso Bianchi

Colorist
James Develin

Letterer
Taylor Esposito

Editor
Matt Idelson

Special Thanks to Dannie Festa

Based on *King Kong of Skull Island*
Created by Joe DeVito

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UNCHARTED PACIFIC ISLAND. 1917.

I do not know where I am. I do not know how I got here.

I do not think I am dead.

But I am unsure on that last point.

KING KONG: THE GREAT WAR

CHAPTER ONE: THE BEACH

Alex Cox WRITER Tommaso Bianchi ARTIST
James Devlin COLORIST Taylor Esposito LETTERER
Matt Idelson EDITOR
SPECIAL THANKS TO Dannie Festa
BASED ON King Kong of Skull Island CREATED BY Joe DeVito

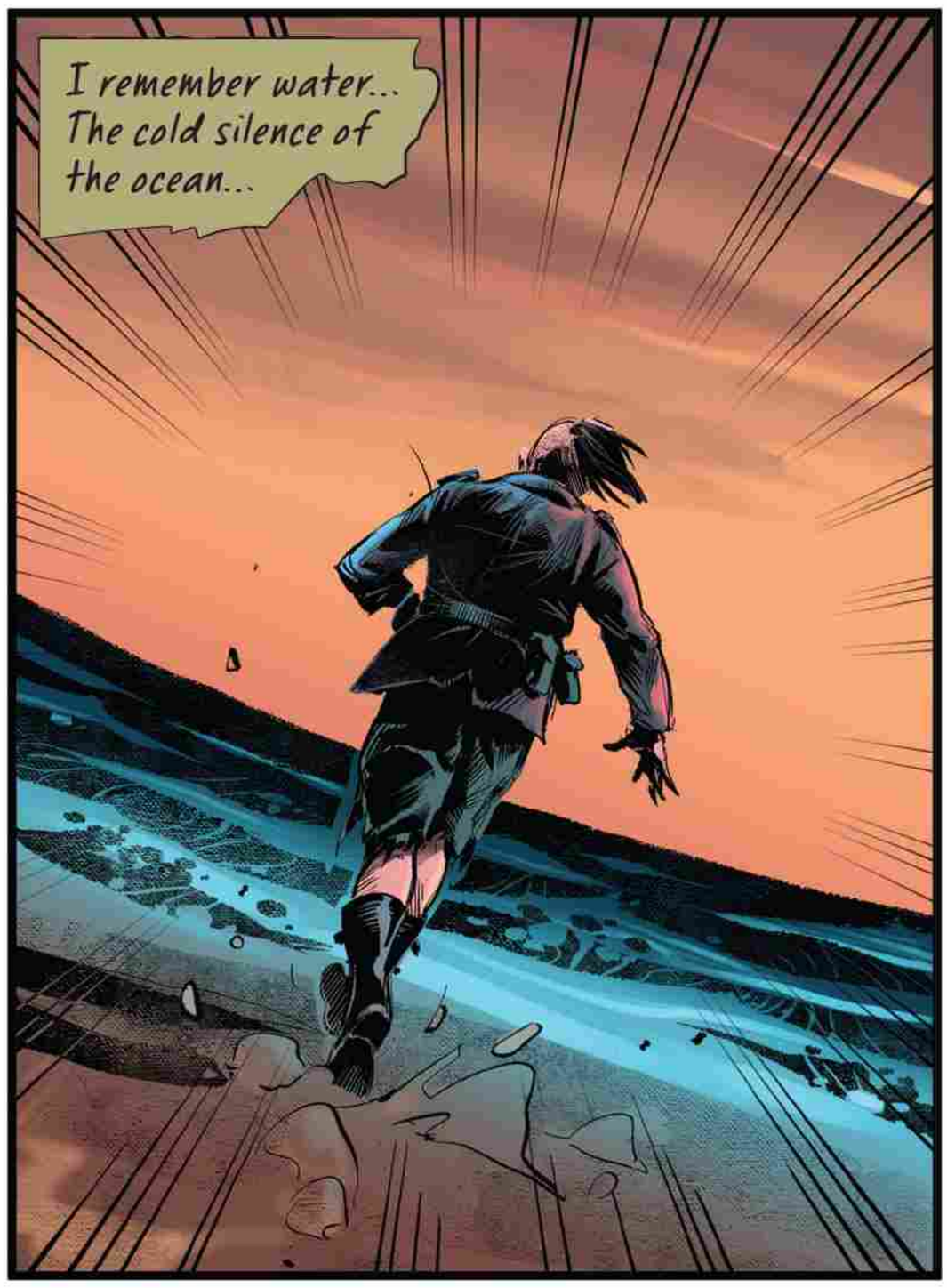
I do not know this place.

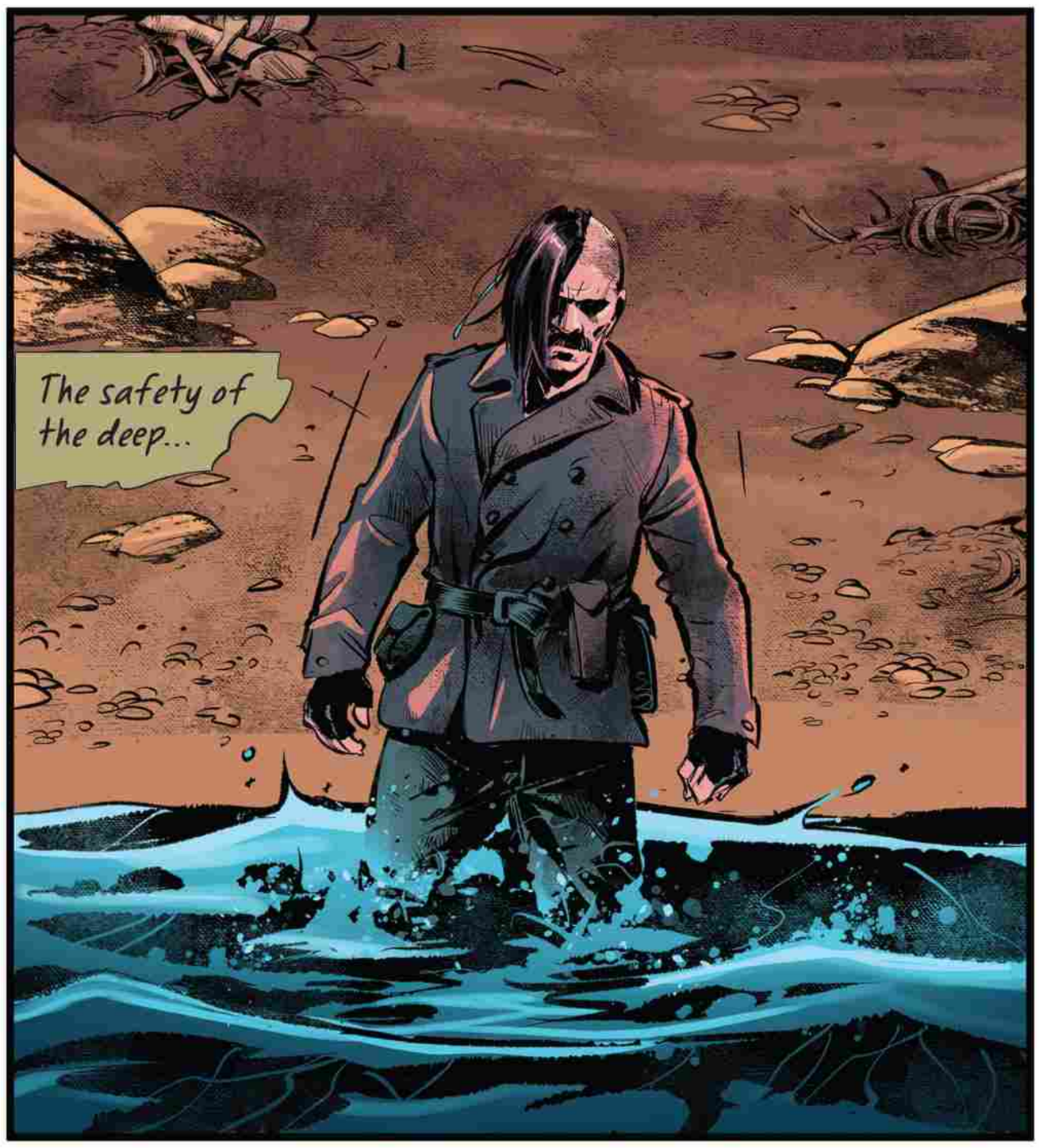
The last thing I remember...

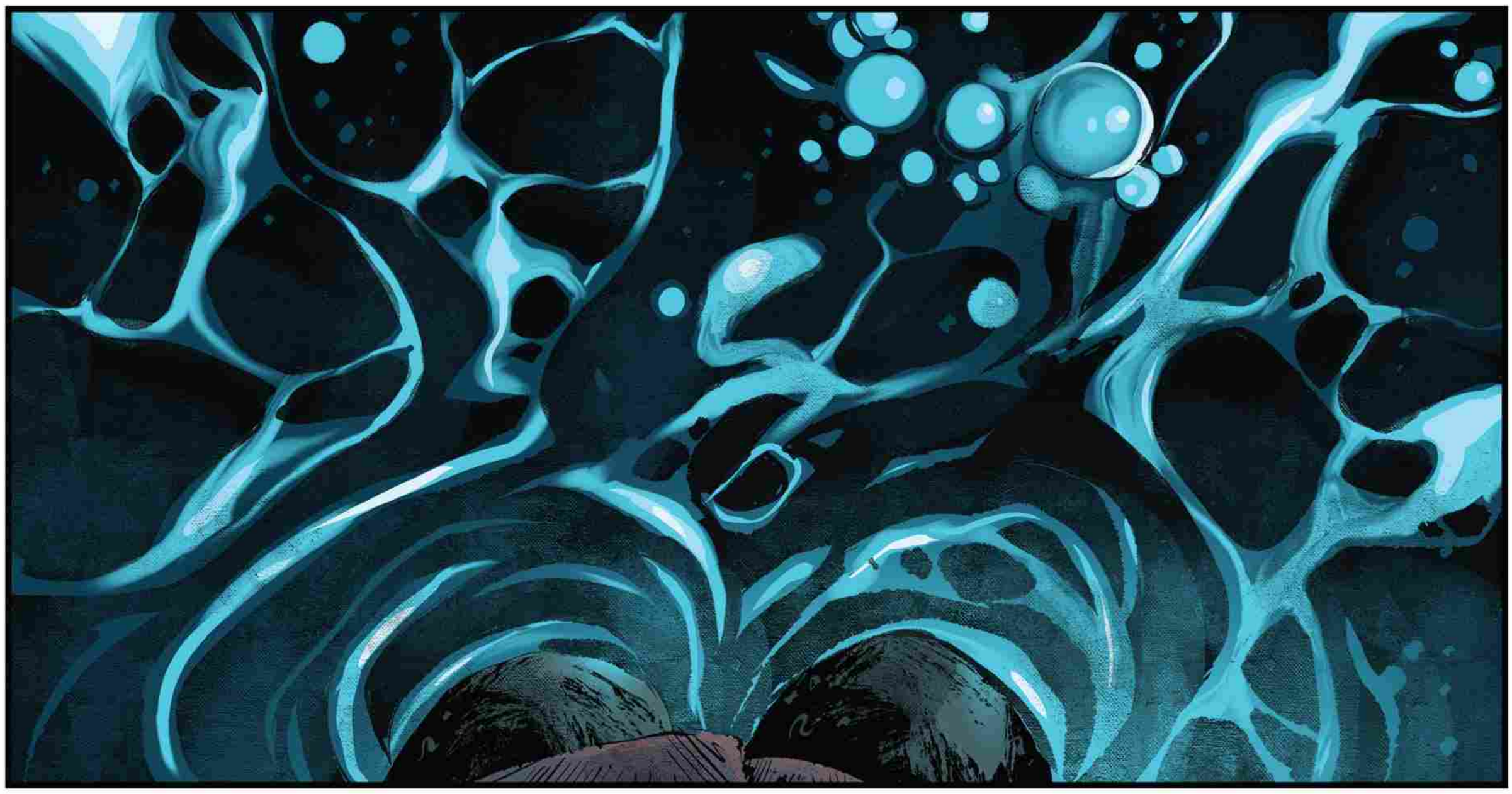
...is carnage.

Chaos...and carnage.

What happened here?


I remember water... The cold silence of the ocean...


The safety of the deep...



BLAAM

WHAT IS THIS PLACE?!?

CAPTAIN!!

HERE! OVER HERE!!

HERE! QUICKLY!!

QUICKLY! IT IS NOT SAFE IN THE OPEN!

WHAT IS THIS PLACE?!

WE HAVE CRASHED INTO HELL.

BUT WE ARE ALIVE.

ALTHOUGH I'M NOT SURE WE ARE THE LUCKY ONES.

I'VE SURVEYED THE ENTIRE BEACH. THERE IS NO ESCAPE. THE CLIFFS EXTEND INTO THE WATER IN BOTH DIRECTIONS. AS THE TIDE RISES, WE LOSE GROUND.

AND IT IS HAPPENING QUICKLY.

WE GATHERED WHAT WE COULD. BUT MOST OF THE SUPPLIES WERE DESTROYED.

What little wasn't destroyed remains miraculously dry.

The wreck left almost nothing...

SO WHAT DO WE DO NOW?

WHY ARE YOU ASKING ME THIS?

SIR... YOU'RE THE CAPTAIN.

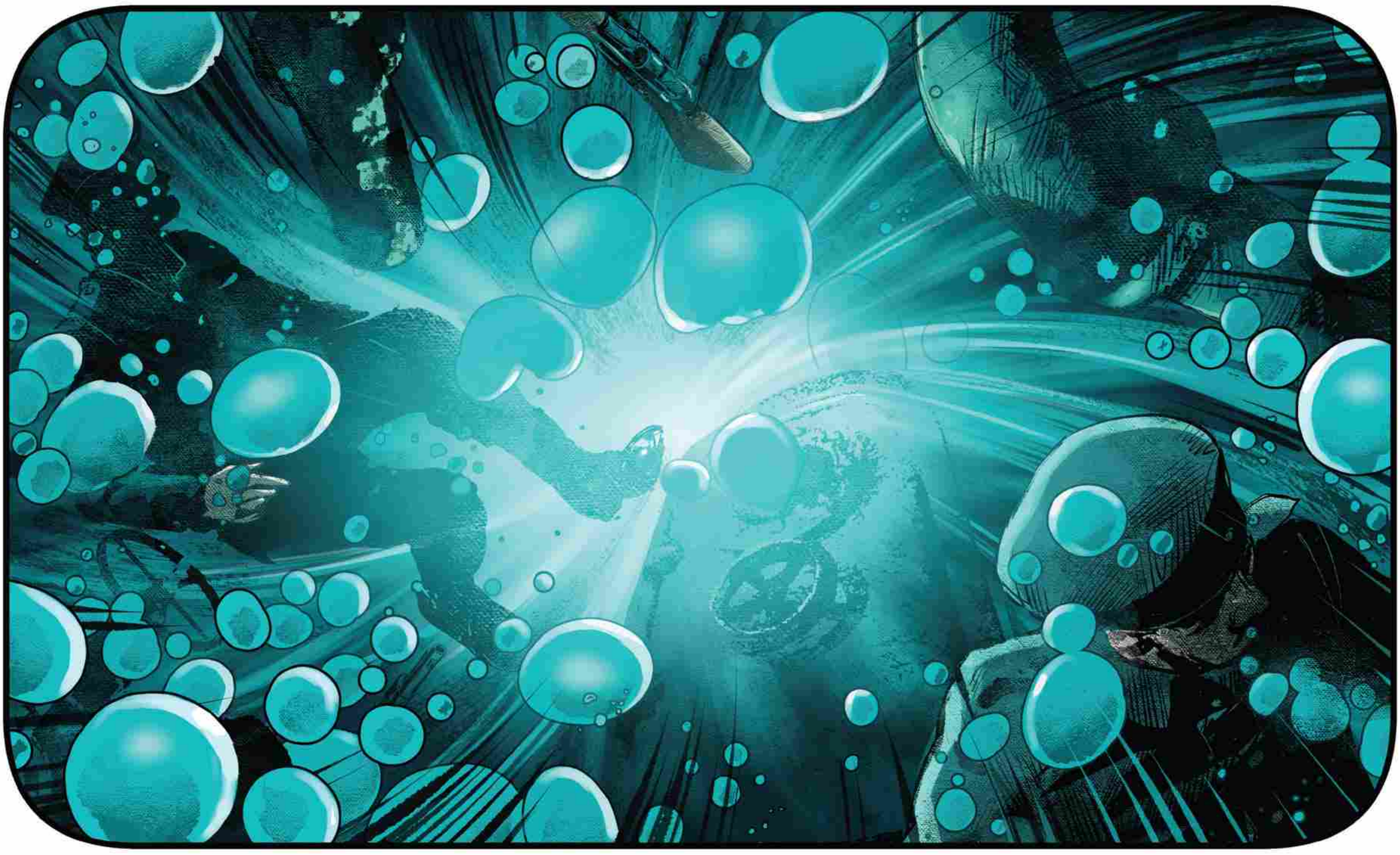
WE STILL ANSWER TO YOU.

WHAT IS THIS PLACE?

I remember...I am at war...

BRACE YOURSELVES!

MAKE SURE EVERYONE IS SAFE, DEITER. I'M COUNTING ON YOU.
AYE AYE!



I REMEMBER... TOTAL CARNAGE... MY GOD...

WE CLIMB.

GATHER WHAT YOU CAN CARRY, WE MOVE TO HIGH GROUND...

...AND HAVE ROPES HANDY.

CAPTAIN, NOT ALL OF US ARE CLIMBERS...WE CANNOT DO THIS...

NOW!

•FELICE•

•ROLAND•

•WERNER•

•HUGO•

•MEYER•

•WOLFGANG•

I remember how to climb...

THERE IS HIGH GROUND OVER THIS WALL. THE FOG IS THICK, BUT I THINK THERE IS A PEAK.

WE WILL BE SAFE IF WE CAN REACH IT. HIGH GROUND. THAT IS WHERE WE GO.

I THINK THERE IS A CAVE HALFWAY UP THE ROCK FACE. IF I'M RIGHT, WE CAMP THERE FOR THE NIGHT.

IF NOT, WE KEEP CLIMBING.

I do not know what hell we are in, but I know mountains. We will survive this.

If these men look to me, I will keep them safe.

I remember climbing...

I remember...

WHAT IS THAT NOISE?! NO ANIMAL I KNOW MAKES THAT SOUND!

THE CAVE! FASTER! MOVE! THERE IS A CAVE AHEAD!

CAPTAIN! IS THERE ROOM ENOUGH TO CAMP IN THERE?

We will be safe for the night...at the very least.

WE HAVE VERY FEW RATIONS...EAT LIGHT, MEN.

WE CLIMB AGAIN AT DAWN, IF NOT EARLIER. GET WHAT REST YOU CAN.

WHAT WAS THAT....

IT BLOCKED OUT THE SKY...

WE ARE NOT SAFE HERE...

WE ARE NOT SAFE ANYWHERE...

NO. I WILL NOT ACCEPT THAT. I WILL MAKE SURE WE ARE NOT IN DANGER HERE....

CAPTAIN, LET ME GO. I WILL GO.

NO!

HELLLPP!!!

WHAT...

GRRRRRR

HELP ME!!!

IT'S HAPPENING AGAIN!!

EVERYONE! STAY STILL! I'M GOING!

CRUNCH

AAAAAHHH!

SNAP

DEAR GOD, IT'S HAPPENING AGAIN...

WE ARE GOING TO DIE HERE.

TO BE CONTINUED

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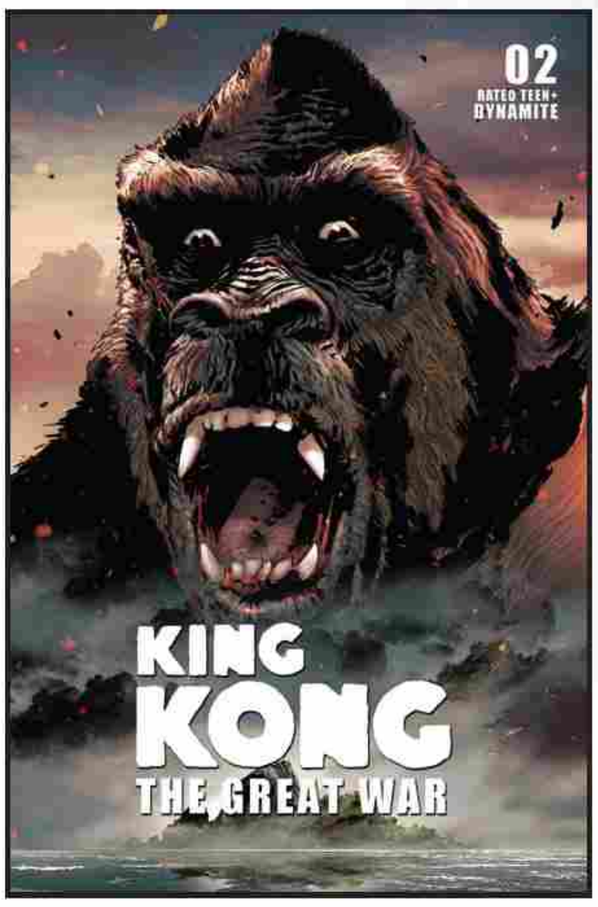
MAY 2023



NEXT ISSUE

The men of U-184 have survived one night on the island...but the casualties mount with relentless fury, as more beasts from the annals of pre-history wreak terror on the modern world! Acclaimed author ALEX COX and international sensation TOMMASO BIANCHI bring us a vision of violence and survival in a savage world forgotten by time — where the only rule is fear, and the only law is given by Kong!

WILL VAMPIRELLA'S FORMER LOVER TURNED FOE HAVE HER... VICTORY?

DAVID F. WALKER & BRETT WELDELE INTRODUCE HER FIRST-EVER SOLO SERIES

Victoria Harris has been all over the place since she was first introduced at the beginning of Christopher Priest's tenure with the Vampirella mythos. How much did you guys dig into those stories in preparing for kicking off the first dedicated solo spotlight on her?

David: I sat down and read every comic with Victory and tried to get to know her as much as possible. It helped that Priest also provided me with a lot of insights into the character, as he's the one who brought her to life. I examined all the things that were interesting about her, as well as the stuff that was troubling, and then I started figuring out why she is the way she is. At some point, I struggled a bit with the character and the story, and I ended up picking the brain of another writer, Kelly Sue Milano (*Hex11*), who really helped me break through some of my blocks.

Through the journey that Priest started her on, Victory has been a lover of Vampirella, an ally of sorts, and even a bit of a villain. What is your take on her as a character and how will she be channeled in this new series?

David: Victory is an interesting supporting character, but the thing to keep in mind is that she's been a supporting character, and for me those characters are always more fun to write. When you take a successful supporting character and elevate them to leading character status, it is important to remember that what you're doing is adding to someone that already exists – it's like adding spices, or even ingredients, to a meal that's already been cooked. The key is to enhance what is already there, and in my mind the best way to do that is to explore previously unknown aspects of who they are, and then take them to places that challenge what they think of themselves.

Now that Victory is in the spotlight, fans will get to see nuggets of both her past and present, such as her childhood and what she's been up to with her new powers-imbuing demonic ring. Which parts of the story are you most looking forward to fans getting to experience?

David: I'm looking forward to people getting to know things about Victory that they didn't know, which includes aspects of a very traumatic childhood. But more than anything, I'm looking forward to Victory herself discovering who she is. This story is about her becoming a hero, which is a difficult journey for her because she's convinced that she's a bad person. In many ways, she's embraced all the mistakes and bad choices and unfortunate situations of her past, and allowed those to define her, and now she's about to have all of that turned upside down..

Brett, there have been so many legendary artists who have made their mark on the Vampirella franchise, both with interior sequential artwork and some iconic covers. Are there any predecessors that you may have looked to for inspiration and direction in developing your approach to Victory? At the same time, because this is her first solo series, are there any special character elements or aspects of your own style that you're employing in its creation?

Brett: It's natural to want to make the definitive version of a character, especially one who has a lot of story left to be told. As a painter, I gravitate towards other painters...Frazetta, Sanjulian. I admire the linework and atmosphere of Jose Gonzalez. Big shoes for sure, but I think with my two decades in this industry I'm bringing something unique to the table. I want to explore that sense of atmosphere, but with a modern flair. It's also fun to world-build around Victory and what her solo adventures entail. We're imbuing Victory with the flavor of exploitation films that David and I love. It's the secret sauce and a common theme in our collaborations.

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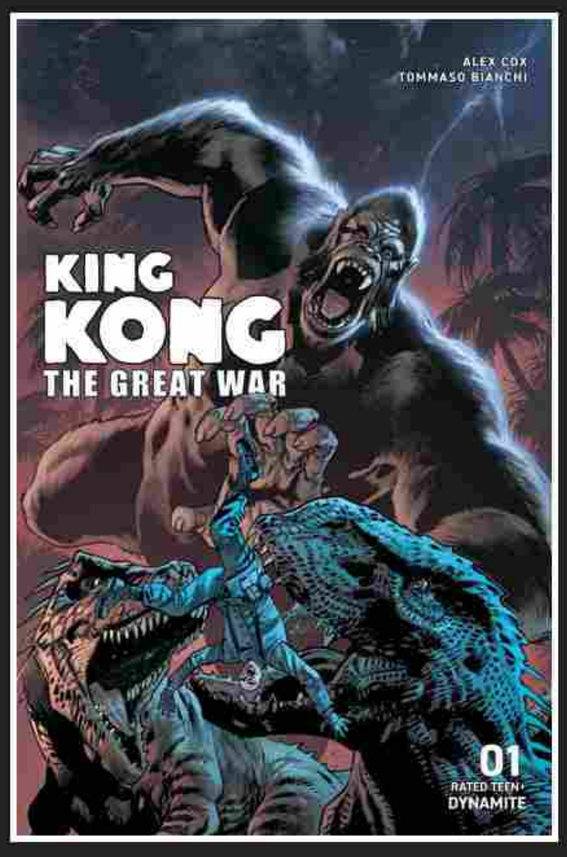

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COLORS BY
BRAD ANDERSON

COVER B
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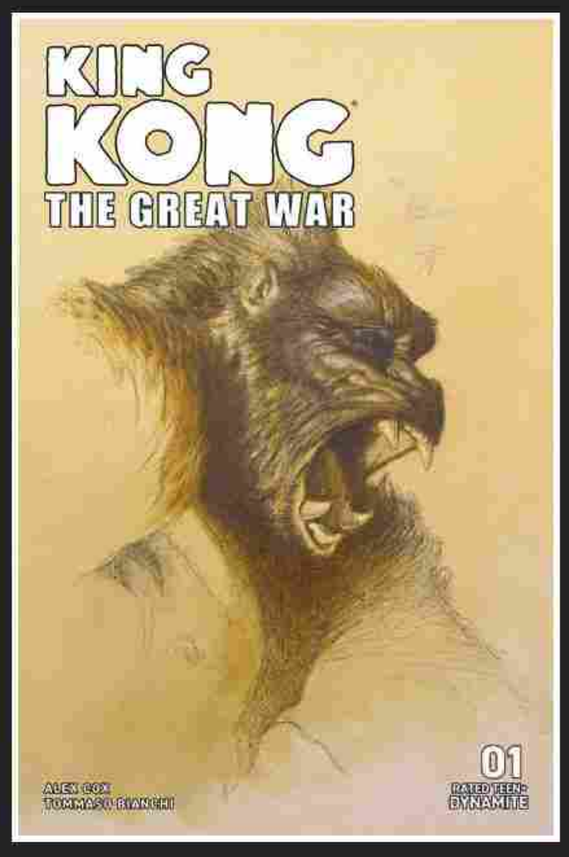
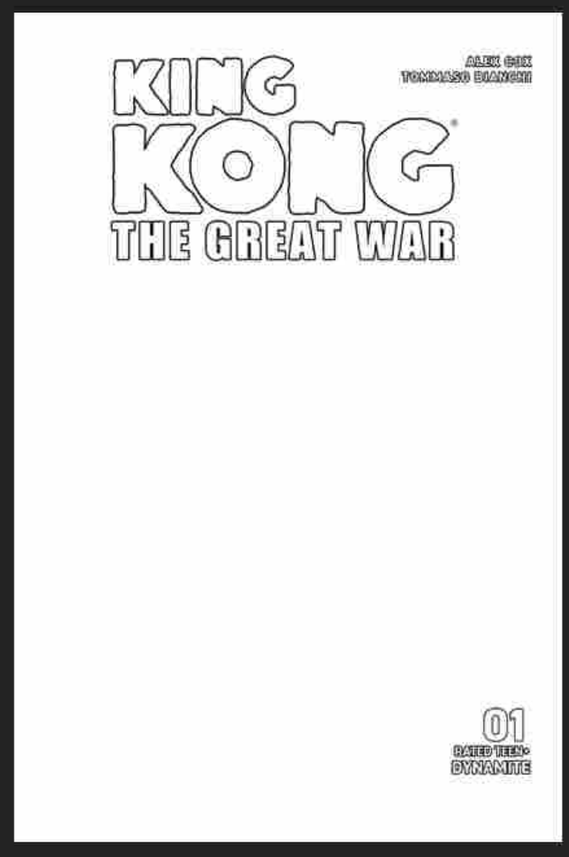
COLORS BY **JUNE CHUNG**



COVER C
ART BY
JOE DEVITO



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BRYAN HITCH

COVER G
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VIRGIN COVER ART BY
JOE DEVITO

COVER H
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VIRGIN COVER
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COVER I
METAL PREMIUM
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COVER J
FOC INCENTIVE VIRGIN
COVER ART BY **BRYAN HITCH**
COLORS BY **BRAD ANDERSON**

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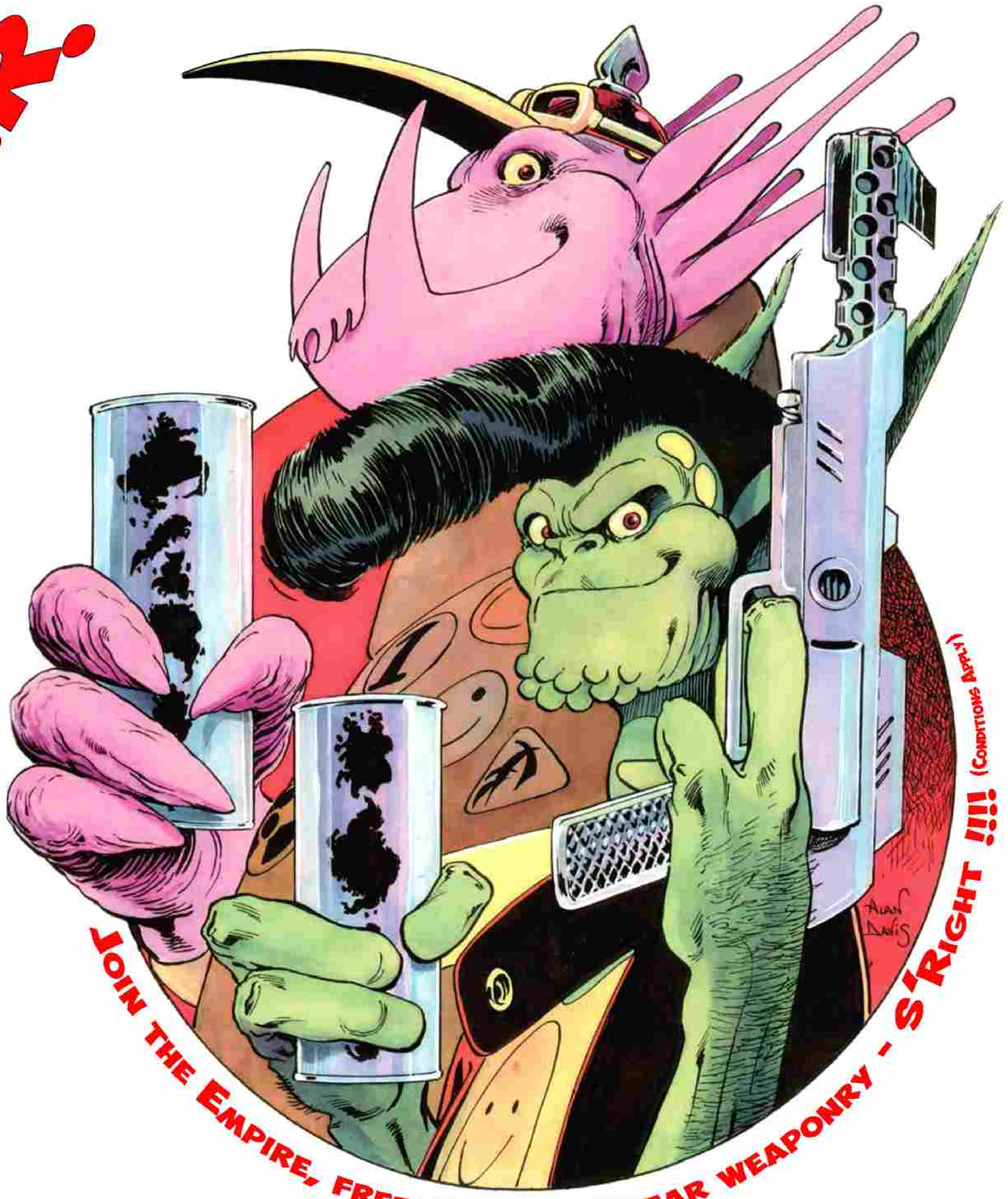

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